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Vanguard Princess - Enter the Ladies of the Fight

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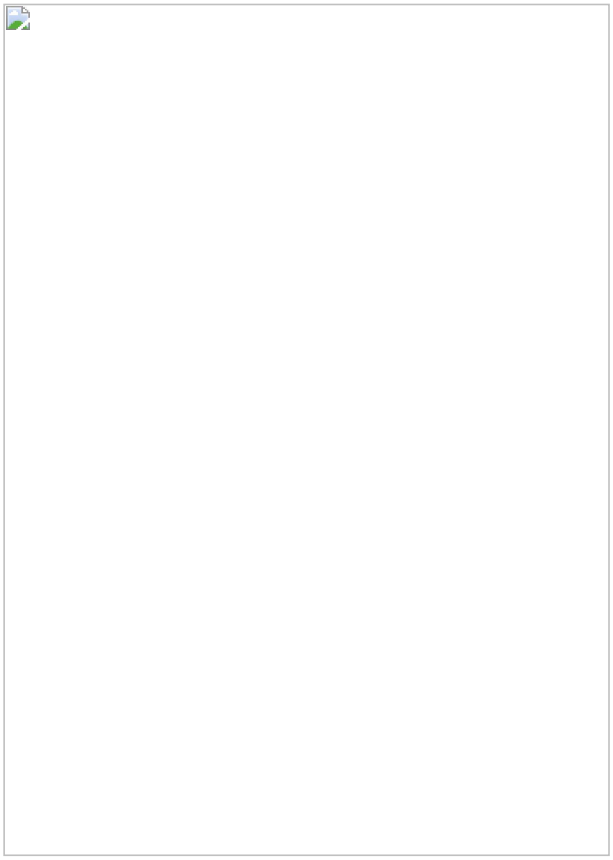

"Wood is sometimes better than steel."

Backstory in one sentence – Looking for sister so she enters the tournament.

Overview:

Yui is one of the two shoto types in this game as she has a projectile, an uppercut, and a forward moving attack. She gains her fear from her slow to the getgo normals and attack range as her normals are seemingly safe on block and can be assist cancellable. Most of her normals can be comboed into super from counter hit which corner carries and does good damage. She also holds one of the best DPs in the game; able to get out of any tight corner. If you can dodge the fact that you have to choose your normals wisely, Yui can be one of the better characters in the game.

Offensive Power: Very Good

Communities

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Shoryuken

Menu

mauve's ramblings

Donate

– As said before, she gains the bulk of her damage from confirmations into super. Moves such as 6B, 2C, and 5C can easily be confirmed for up to 50% damage on some characters. If you don't have super, it's good to use Wind God Two Step (214) instead.

– Single hits hurt like hell from her and that's really all you need.

– Because her moves are slow on startup, experienced players can take advantage and either shield or allow their assist to attack where they cannot.

– Yui is one of 2 characters than uses petals from sword moves and turns them into lasers for zoning. They don't do much damage, but the fact you have a zoning tool without the help of an assist is enough.

Defense: Very Good (3rd Best in Game – 1000HP + 94/80% modifier = 1084.4)

– Her DP is amazing to get out of bad situations. 5B and 2B are good footsies midscreen.

Assist Compatibility: Good (Best with Eko or Juliet)

– +Eko is a good way to extend your combos and get good reach between you and your opponent midscreen.

– +Juliet is a guard breaking machine. Combine 3D with any of Yui's sword normals in the corner.

– +Shiera gives her combos and 6D.

– +Kanae isn't as strong as the other 3. Only used for half-witted gimmicks.

Reminiscent of: Sagat (SSF4) due to her range and heavy hitting moves.

Difficulty: Little to None.

"Magic and Lasers? Is this IaMP or something?"

Backstory in one sentence – She got abducted, got magical powers, then enters the tournament.

Overview:

Haruka, Haruka.

Strictly down with the magic so she shoots a lot of shit at you. Most of her projectiles and magic-related attacks are probably the most damaging and guard piercing. Her main attack, Melt Shot, is still being deliberated as being the strongest (damage wise) projectile in the game. Now understand, this by all means does not mean it's good. She also has a very damaging super. While her zoning skills are good, Haruka is notorious for having one of the worst standing normal move sets out of the entire cast.

Mobility: Slow (Dash)

– Even though her dash is pretty crappy, her walking and backdash speeds are good. Shouldn't be using it at all though.

– All of her special moves keep Haruka stationary so she doesn't have room to do much while she's throwing shit out. What this means is that you should just keep your distance when you are doing the zoning thing.

Offensive Power: Below Average

– All of her standing normals (5A/B/C) whiffs over crouchers so don't use them all if you see them crouch. Kind of sad, but you shouldn't be close range that much in the first place.

– Haruka's specials (besides DP) and super are purely projectiles. What this means is that they can all be proxy shielded, and very easy at that. Melt Shot is a victim of such, since it is multiple hits when blocked.

– Even though Haruka has the worst DP in the game, it can still function as such. Just don't expect any miracles.

– Standing SP normals (6A and 6B) are very good and the only gleaming force in her moveset besides 2B.

Defense: Average (3rd Best in Game – 1000HP + 94/80% modifier = 1084.4)

– If you're getting pinned, you're in for a ride. Call an assist as soon as possible or pull out a DP/super. She can take a beating, but its best to keep some room to shoot things.

Assist Compatibility: Sugoi! (Best with Eko or Kanae)

– +Eko is needed for a backup DP and some damaging combos.

– +Kanae is best for random unblockable -> Melt Shot combos. She is also good for closing space to give your opponent less options to defend. Your random factor and damage will be best with Kanae.

– +Shiera is just more proxy practice. 5D is a decent reversal for Haruka.

– +Juliet. Don't think about it, you won't be getting in close enough to use her to full potential.

Reminiscent of: Anybody in IaMP. Except maybe China. ;_;

Difficulty: Median.

"Yeah, Hakan would be proud of her pretty daughter."

Backstory in one sentence – People don't think she's the daughter of Hakan so she enters the tournament.

Overview:

Knock knock, it's the grappler.

Ever stealing moves from N64 wrestling games, Lilith is as good as those games. She isn't a one trick pony grappler either. She has a total of 7 grapples and they all have their uses. Of course, like any standard grappler in fighting games, her most damaging is her 360. Very, very fast on the startup and can steal any whiffed attack. Even if her grapples are good, her normal moveset is short yet very efficient. Equipped with priority and throws that even Zangief would cry about, she is definitely a monster close range. On the other hand, just like all grapplers, she can be severely outzoned.

Mobility: Average (Dash)

– Now just because Lilith's a grappler, doesn't mean she's slow as one. She's about one level above that. Her walking speed is standard and her backdash isn't much distance wise (but has good invul against alot of things). Two of her command throws move her forward (Brainbuster and Face Crusher) which can close her in and also grab the opponent. However, Headbutt does very well for closing her in, does great guard and assist meter damage, and is high invincible. Did I mention its plus on block?

– She doesn't have a forward dash. Good luck.

Offensive Power: …Ow.

– She has alot of grabs and they all hurt. Most can be destroyed with proper spacing as much but once she's in, she's in.

– Her normal moveset is really good, but only good on close ranges. 5B (decent standing poke), 2A (fast poke/tick material), 2C (anti-air), and j.B (body splash/tick material; grapplers all have one) are your tools for the fight when you're not churning.

– Her 360 and super are both severely damaging to damn near all of the cast. Avoidable but takes over limbs and bad space with ease.

Defense: Great (2nd Best in Game – 1000HP + 92/74% modifier = 1109.86)

– You always have 2A, Headbutt, and the traditional churning of butter. Lilith on defense can take beatings, but there are huge rewards for your patience and good timing on reversals.

Assist Compatibility: Good (Best with Shiera or Juliet)

– +Eko has easy confirms into combos. Although her lack of range takes its toll on Lilith as well.

– +Juliet's a retard with Lilith. Of course her range is limited too, but she takes Lilith's offense and makes it many times scarier with 3D and 6D. Unavoidable ticks against characters that are low on assist/assist meter broken.

– +Shiera can use a not-so wasteful reversal (5D), a long range incentive (6D), and an engine for damaging combos (3D) to boost Lilith's all-around game. Granted the damage isn't as good as with Juliet, use Shiera if you are having zoning problems.

– +Lilith/Kanae has been debated before. There is a general option select with the 2 and they can gain momentum much, but its more on the Lilith's part rather than Kanae. Unblockables don't work well with her either.

Reminiscent of: A grappler, but she's a little girl.

Difficulty: Little to None. Median if you have never played a grappler before.

"Unloading more clips than 90s hood movies."

Backstory in one sentence – She finds out about a big bounty so she enters the tournament.

Overview:

I'm pretty sure you know the tall girl wearing nearly nothing and packing heat? Yeap, that's Luna. In-game, she's known for having some of the fastest projectiles than anyone in Vanguard Princess. She has great combos from any range and her super is arguably one of the best in the game. Good defense, covers way too much space in succession, and has a DP. Sounds like a good character right? If you can accept the fact that she is, 100% positive and without a shadow of doubt, the hardest character this game has to offer. Luna is a Stance-character (gotcha bitch) and certain moves can only be used while in a stance. Her normals aren't that much of a help and her technique (Speed Shooting or SS for short) is essential to your overall game with Luna.

Mobility: Slow (Stance Change)

– First thing you must know about Luna's movement is that 66/44 are stances. They all have their uses, whether its offensive or defensive. If you press 4 or 6 again, she will go into another stance so if you want to go back to neutral, you must press 8.

– Her bullets will go farther than you ever will so if you want to cover ground fast, walk with your gun. Luna's walking speed is slow too so answer that with Speed Shooting.

Offensive Power: Great

– Speed Shooting is your greatest ally neutral and offensive. A confirmed SS Revolver Method 1 (236) is easily 30-40% on most of the cast with 2 bullets reloaded if you go back to neutral stance. SS bullets come out fast, even for the bigger guns like Gun Port Roar.

– SS also increases the damage on any special move that involves her guns. Bullets are not proxy-prone however. It is only harder for your opponent to time proxy shields against SS, not impossible. Stay alert to when attacks are being proxied.

– Revolver Method 2 (214) is only upper body invincible (DP) with SS. Startup and functions like a normal DP. Without SS, it is easily noticable and can be severely punished.

– Her normal moveset is decent as there are good moves in the rough such as 5B and 2C but some of her moves are situational (5C is a great long range poke but crouchers can dodge it easily).

Defense: Very Good (3rd Best in Game – 1000HP + 94/80% modifier = 1084.4)

– If you run out of bullets, you're basically fucked on all sides unless you do something to get them back. Pressing 8 on stances, certain gun specials, and Charm Bullet can reload your stash but all 3 have their faults. Do your best to alternate between shooting and reloading in order to have an efficient Luna. A good example of this is ending your combos with Regular/SS Gun Port Roar, which will give you back 3 bullets.

– Luna only has one thing for reversals without meter: SS Revolver Method 2. Most of her normal set is too slow to get her out of pressure situations and assist mashing.

– Super is ok against holes in the pressure from a bad poke. It also throws her to the other side of the screen safely so you can reload and continue to shoot long range.

Assist Compatibility: Good (Best with everyone!)

– +Eko has an extra reversal option and if you have bullets with that, amazing damage and meter gain.

– +On paper, Juliet defeats the purpose with Luna who is purely a zoning character. You can use Juliet as a defensive action when you are in dire need of bullets or feel the opponent closing in on you fast.

– +Shiera adds an extra reversal and zoning. Use her if you want to extend your long range combos.

– +Kanae has the unblockables that can equal into alot of damage into meter drain or quick reloads.

Reminiscent of: Anonym from Blitzkampf but more stance oriented.

Difficulty: Hardest.

"Leading the march on the rights for assists!"

Backstory in one sentence – …She just enters the tournament.

Overview:

The youngest of the 10 fighters: Kurumi Mirumati. Most players find her to be one of the easiest characters to start with in this game due to her chain combos, good movement, and the fastest assist meter build in the game. She is mostly known for her assist gain and the fact that she only has one ground overhead: her only special move. The prime example of easy to play, hard to win. Most of her challenges midscreen are met with only her assists to back her up as she doesn't have a good

enough moveset to be played solo in case of assist downtime. Kurumi's pressure and trickery are the only things going for her so you have to stay solid if you want to use those tricks.

Mobility: Fast (Dash Dash!)

– Both Kurumi's forward and backward dash are very strong due to their speed. Her forward dash can cover space pretty well too well when there's an assist covering you.

– She does have a command roll that can used to rail mixups and other sorts of things.

Offensive Power: Poor

– She hits like a 10 year old girl. Literally. Any and all massive damage strings you do with Kurumi is purely on bad decisions by the opponent with mixups combined with the assist. Add some throws and she'll be fine as long as she stays in and is on the offensive.

– Kurumi is the only character with a normal gatling that leads into a knockdown. This helps a whole lot with getting hard knockdowns midscreen. Something that most characters cannot do consistently. It doesn't do much damage, but good things can happen from it.

– Nothing can be accumulated into big damage without major help from assists. Kurumi's assist meter gain is the best in the game. Even though this is very good for her damage, pressure, and tricks, you're twice as prone to downtime since you have to rely twice as much on your assist. Remember that.

– Kurumi's Assist supers are called Union Arts. They require a max assist meter and a max super meter. She recovers a little of her life and the super is instant after the super flash. This means if the opponent is caught whiffing a move, they'll get hit by it indefinitely.

Defense: Average (4th Overall – 900HP + 92/74% modifier = 999.46)

– Kurumi has no invincible move or DP to get her out of sticky situations, but you do have assists on your side. Remember, assists are invincible unless the main character is hit; which results in downtime.

– 5B is quite possibly the best move in her arsenal. It is a very good ground poke and for a more defensive reason: her main anti-air. Her defense in general is average but she's a dead girl to heavy hitters like Yui and Lilith.

Assist Compatibility: Sugooooi! (Best with Everyone!)

– +Kurumi/Eko has got to be the smallest general change in gain and usage which is too good when it comes to reversals and combos. Even though the damage isn't top with this combo, you will always have assist meter to use. Keep it saved up to atleast 3 to ensure you have Eko's DP when things get tough. Eko's special move to Kurumi is Eko Shining Wizard (ESW). The initial hit of this move is very very fast but short range. If it lands, Eko will hit the opponent with a Shining Wizard which can easily be followed up by super.

– +Juliet can help damage guard meter and defend Kurumi's helplessness with damaging single moves which can easily be followed up with 2C for hard knockdowns. Combos are easy enough but requires Kurumi to stay in for most of the match. It's a struggle against zoning characters, but can be done. Juliet's special move to Kurumi is Stone's Throw. Juliet literally throws Kurumi at the opponent for a projectile attempt. Hard to punish but pretty worthless since there isn't much you can do after it lands.

– +Shiera is quite possibly the best assist for Kurumi players who need long range cover and a little extra ambiguousness to mixups. Shiera combos with Kurumi very well with actual combos and meter usage. Shiera gives her a reversal as well in 5D/3D. Their Union Arts is the best one as it is the best damaging long-range super Kurumi has. Shiera's special move to Kurumi is a move that allows her to rack up some decent air mixups. She takes Kurumi and flies her over the opponent's head, allowing you to cross up and go high/low with your descent.

– +Kurumi/Kanae is very assist heavy as Kurumi's entire mixup/tricks come from unblockables that only Kanae can throw out. Also, the most damaging combos these 2 offer is damn near 4-5 assist levels a pop. The good thing about Kanae assist is that her unblockables equal a great and easy confirm into super. Kanae's special move to Kurumi is a weird one, but it is very helpful if it lands. Kurumi grabs the opponent while Kanae draws an alien with a crane to steal their assist and render it helpless for 10 full seconds. This is a command grab and it cannot be comboed into. The opponent can also do nothing to get the assist down until the 10 seconds are up. This is quite possibly the best perk to having Kanae as an assist.

Reminiscent of: A less damaging Makoto from Street Fighter.

Difficulty: Easy. As said before, she gets harder to master.

"Japanese High School Girl of all Trades."

Backstory in one sentence – Looking for the original wielder of her makeshift sword so she enters the tournament.

Overview:

The second shoto in this game after Yui. She is the "opposite" to Yui as Saki is very well-rounded and faster than Yui. Saki can pretty much do anything and everything you need to do in a normal VP match. She's got a move for just about every situation and the best DP in the game. Basically a threat on every side of the stage and can switch styles at will. Taking advantage of her vast normal and special move list is essential to mastering Saki. Her main flaw comes from being a Jack of All Trades as she isn't very dominating in any one aspect. There is always someone in the cast to one up her in one area, but she pretty much covers the basics of all of them.

Mobility: Above Average (Run)

– Backdash is 17f invincible so its a monster for backwards movement and hopping out of bad areas. Her general speed is on the upper half of the cast and she has teleports to boot. She also also has a forward hitting move that's just as good as Wind God Two Step for getting from one point to the next while hitting the opponent.

Offensive Power: Solid!

– Saki's solo combos are mostly links for 2A and counter hits. Decent damage and it doesn't require assists. Usual pokes are 5B, 2A, 2B, 2C, j.B, 6A, 6E (Heel Drop) and 3A. All of these have their uses and are very good at them. Her dive kick is a great jump in and is arguably the best dive kick in the game.

– Solo Saki has a great moveset that she can rack up mixups by herself. Some of her moves are high invincible, some low invincible, and some are overhead. If anything counter hits by itself, it can create some amazing damage for Saki. Not only are they good, they are faster than Yui's as well.

– There are 2 versions to Saki's Super: Muddy Stream Slash. One is when she is one the same side as before the super landed and another is when she is on the other side. Good ideas for placement if you are near a corner or away from a corner that you need to get to.

– Saki is the only other character (besides Yui) that throws out petals with moves involving her sword. You can turn these into lasers for zoning.

Defense: Solid! (5th Overall – 900HP + 95/84% modifier = 961.26)

– This girl has multiple anti-airs for anyone trying to dare jump in on her. Saki also has a DP that hits on both sides of her and is a great reversal for the defensive. With assists, she has more options if she decides to use something to stop opponents from approaching on the ground too. She's a match when it comes to air-to-air as well.

Assist Compatibility: Meh. (Best with Eko or Shiera)

– +Eko can be seen as an extension of what Saki already has. Good reversal and a move that allows her to easily get more damage from counter hits.

– +Juliet makes sure Saki's encounters close range are worth it. Other than that, she brings nothing extra to the table besides guard damage.

– +Shiera has extra zoning on top of petals and a reversal. Also, like Eko, she has a move that can allow Saki easier and sometimes, more damage from random hits.

– +Kanae isn't as strong as the other 3. Only used for gimmicks.

– As you can tell from how thin this part of her article is, she is very able to fight by herself without much help from assists. This doesn't mean they are worthless and won't benefit from Saki's plan. I will say that she is the most capable to fight by herself when it boils down to having no assist. Second to Yui/Kaede/Eri.

Reminiscent of: Ciel from Melty Blood.

Difficulty: Little below Median. Links and all.

"Sexy-lips ninja with glasses? Japan, you've done it again."

Backstory in one sentence – Been assigned to kill someone so she enters the tournament.

Overview:

What's a fighting game without the one person you can't seem to hit? It's this girl here: Kaede Hioh. If you haven't noticed, she is the speed star of Vanguard Princess. Unlike other fast characters, her normal moveset is above average as well as her range. Even though she has only 2 special overheads, they are numerous ways she can gain an upper hand with good spacing, abnormal speed, and ambiguous mixup. Whether standing, crouching, or in the air, she has a move to counter anything trying to fight her. With a time-wasting super and one super that does crazy counter hit damage, she can manipulate time and get great damage too. As good as this sounds, she gets treated with a stamp that 90% of the fastest characters in games have: poor defense. But you should be fast enough that no one touches you anyway…right?

Mobility: …She's a Ninja. (Run)

– Let's talk about Kaede's run. It's fast. Let's talk about Kaede's backdash. It's long. She holds the record for both of them in Vanguard Princess with the fastest run speed and backdash being a full 37f invincible. There is a 10f recovery though. Eh, can't win em all.

– Her dive kick comes in 3 speeds in which they all have uses. The C version of Thunderclap Claw (rekka) can easily go under most mid projectiles; including some of Luna's bullets and Ayane's arrows. It also covers about 3/4ths of the screen so you can easily counter bad pokes from mid to somewhat far range.

Offensive Power: Very Good

– Kaede's normal moveset is great. She has one of the best normal anti-airs in the game as it has a long hitbox and hits both ways. 2B is her best neutral/mid-range poke for its reach and speed. It also trips on counter hit which can easily be comboed into Thunderclap Claw or super. 6B hops over some crouchers and dead bodies (hard knockdowns such as throws). On block, its +1 and has outstanding reach.

– Damage is hard to come by with Kaede as she does not have any normal links to anything worth damaging outside of links into super. That is why she must always fish for counter hits or use assists to fill in the blanks in her combos. Her output isn't too shabby though. 30% from 2B counter hit into Thunderclap.

– Throws are essential to Kaede's game. It also helps to know she's the only character in the game with an air throw too.

– Rakuyozan is a special overhead that can turn into a deadly ambiguous mixup. 3 versions, all of them are from different distances and different properties. They are all low body invincible so you can hop over bad low pokes with ease.

Defense: Godawful (Worst in Game – 900HP + 97/91% modifier = 934.59 [i.e. don't get counter hit])

– Hate to break up your parade at how good Kaede is offensively, but she definitely has problems on the other side of the spectrum. On top of her awful health bar, she solely depends on assists to break her out of any rut that 2A can't handle. Also, it really doesn't help that her assist meter gain is just as bad as her health. Each reversal you make with Kaede has got to count or else you're doing to be messed up royally.

– If you have the meter, Raging Storm (214) can easily make a bad day into a good one, but it can be easily baited if met with a move that recovers quickly.

Assist Compatibility: Good (Best with Eko or Shiera)

– +Eko has the one thing Kaede needs: a reversal. Other than that, Eko is an all-around good choice to make up for Kaede's slow assist meter regen. Good damage with combining 6D.

– +Kaede/Juliet can work, but to a certain extent. The worst thing is that Juliet's moves that Kaede needs are too demanding for her meter.

– +Shiera is just like Eko except a little more excessive on the meter. You do also gain a long range tool and a decent reversal. If you're solely looking for a reversal, go to Eko.

– +Kanae has very strong combos and tricks for Kaede. But this is easily the worst combination of character/assist when it comes to meter management. Kanae's meter usage is too demanding for Kaede's slow meter gain.

Reminiscent of: Maybe if Yun and Ibuki had a baby.

Difficulty: Median to a little advanced.

"Speak softly and carry a big ass pilebunker."

Backstory in one sentence – Strange disappearances related to a new weapon so she enters the tournament.

Overview:

You know doujin games these days. Gotta have the one character that's over-religious carrying a big weapon. Natalia is more or less the tank of Vanguard Princess. She has the best defense in the game along with strong single hit attacks. She can close space fast with Pilebunkers and even has a strong 360 grab. Her mixup really racks up her damage as her Pilebunkers and normal moveset can turn into a free 360 if not evading correctly. Her anti-airs are good and her super is fast, yet very damaging. However, Natalia's worst nightmare is the neutral game. Her moveset is good, but its no miracle maker either. Some characters in this game can easily take her out midscreen without trying. Even if she does have ways around some of her bad times, she is a hard nut to crack defensively.

Mobility: Slow (Hop)

– Natalia is slow as christmas when she walks, but her hop can go over throws and dead-body characters. Her backdash is short, yet sweet due to its quick recovery.

– As mentioned before, her Pile Charge are good to close up space and can also proxy 1 projectile. Her super can do just about the same; only more damaging and corner carry.

Offensive Power: …Ow.

– Natalia is devoid of solo combos unless she scores the occasional counter hit. The damage racks up from good 360 setups into gayer Pile Charge RPS. She has a mid, high, and low Pile Charge that all equal a hard knockdown and in some cases, a chunk of damage. On the weaker defense characters, she's a reaper. Even though her combos are almost non-existent, she does have a handful of solid assist combos that can add more damage to your already uphill battle.

– She has great tick throws from 2A and 6A that work on hit too. Rozario Buster (360) is the 2nd most damaging special command throw in the game (only losing to Lilith's Hyper Comet Buster). Use it whenever you have a chance to close range. Natalia's chip and guard break damage are both one of the best in the game.

– Natalia has a normal moveset from hell. As in no one would want it. The not-so-good way. In one way or the other, some characters only have one move to rattle her entire moveset. Nat can end up winning these midscreen battles but it's more of a luck streak that needs to be followed up quick. She has some awesome anti-airs and 5B is a good answer in pressure and perhaps her best answer in neutral.

Defense: God is my Shield. (Best in Game – 1000HP + 91/70% modifier = 1141.6)

– Just like Lilith, Natalia is very well capable of churning that ass off to get out of a corner. One Rozario Buster is a good reason for anyone to mess with Nat in that close of a range. As long as the opponent stays greedy and in your face, you can get out with ease. If the opponent jumps in, she has a very fast anti air in 5A. If the opponent is low heavy, 5C can do the job well. 5C has its own problems for being one of the worst moves in the game on whiff, so be careful.

Assist Compatibility: Good (Best with Shiera or Juliet)

– +Eko. Take her 2D and throw her out.

– +Natalia/Juliet is straight up death to your guard bar. Their pressure is not only tight, but damaging to your guard bar and health via chip damage. Good tick throw setups here too.

– +Shiera has the zone and oki Nat needs after a successful 360. Also good with keeping her safe where your anti-airs may miss. Shiera also gives her the most combos, resets and mixups. Decent tick throw setups but not as good as Juliet's.

– +Kanae and Natalia are pretty much polar opposites. Not to mention Natalia does have the 2nd worst assist regen in the game.

Reminiscent of: F-Ries from Melty Blood.

Difficulty: Median.

"…What am I fighting for?"

Backstory in one sentence – Looking for freedom since being created as a super soldier, she enters the tournament.

Overview:

Eri is easily the closest thing to Melty Blood you're going to get in Vanguard Princess. She's home to one of the fastest 2As, a great mixup game, the fastest single version DP in the game, decent moveset, and alot of hidden tools. She is the only character to have multiple target combos which is very good for easy damage. She isn't too heavily supportive of her assist either, but helps flesh out her combo list to insanity. She can combo from and into almost everything given the right assist. She is definitely the combo master in VP but that also comes with a steep learning curve. Next to Luna, she is arguably the 2nd hardest character in VP for her range, broad list of normals and rekka commands, and combo demand.

Mobility: Fast (Run)

– Eri has a good run but it isn't the fastest. Her backdash is what makes her movement amazing. 17F invincible with an overall 50 some odd frames overall. Tack it on as a decent reversal to quick normal. Also, Eri's throw game is one of the fastest in VP.

– 5C and 2C are good moves that move her slightly forward. Feather Roll and Smash Bees (rekka) can avoid many moves while still move her forward.

Offensive Power: Great (She hurts if you know combos.)

– As a single hitter, Eri is weaker than new-born babies with not a single normal hitting triple digits in damage. She relies on target combos and a solid assist to get raw damage. Her moves are very, very fast however with her 5C countering alot of the cast's best moves. Her 22A is the fastest DP in the game too (2F) but it has no invincibility.

– Eri may seem to be weak for people who don't know combos, but her pressure is her strongest point. She has somewhat endless pressure combining safety of Smash Bees 1 with assists. Every attack past Smash Bees 1 is at some point a disadvantage to Eri, but they are all assist-cancellable. Even without an assist, some portions of Smash Bees are seemingly safe to some characters in the game.

– Normal moveset wise, she has some of the fastest pokes. She can cover good areas mid (5B/5C) and low (3B/2C) and still be safe. Add the assist and it works more toward her pressure.

Defense: Average (3rd Worst in Game – 900HP + 96/87% modifier = 949.73)

– 2A, Feather Roll, and A Air Spike (DP) are the best choices to defend yourself in the corner. From certain jump ins, you can use the B and C versions of Air Spike in which do have invincibility on them. She also has good low body invincible moves.

Assist Compatibility: Good (Best with Eko or Juliet)

– +Eko has the largest spreadsheet of combos for Eri. Her meter usage is minimal and her moveset benefits from Eri's pressure attempts. Anything can be comboed with Eko.

– +Juliet is more geared to turning Eri's pressure into faster guard breaks, which in turn makes good standing Smash Bees combos. Juliet herself can't do much to Eri's combo availability but the little they do have together is pretty damaging.

– +Shiera gives a projectile to the non-projectile characters. Has good combo potential.

– +Kanae racks up the meter for Eri with endless juggles. Eri/Kanae have some of the hardest combos in the game however so you're in for a long time in practice mode if you want to master this assist.

Reminiscent of: Marilyn Sue from Blitzkampf.

Difficulty: Hard.

"My Best Character Can't Be This Moe!"

Backstory in one sentence – Looking to fight Yui at some point so she enters the tournament. Pretty moe right?

Overview:

Ayanee-nee. Amazingly, you can have one eye and still be better than more than half the cast. Throughout the years of passing out nerfs to everyone and their moms, Ayane has seen the least change for the worst. Any change she had is either too small to be too damaging to her overall game or a brilliant buff to keep her as a demanding zoner with an abnormally good moveset. She's armed with a fast projectile, great oki, and one of the best overheads. Her setups are really easy to do and she has a command throw that is easily her main source of damage for combos. She has no big weakness besides her low damage output outside of command throws so she's arguably the best character in Vanguard Princess.

Mobility: Average (Run)

– Average walk, run, and a pretty good backdash to boot. Standard normal movement. Same as Yui.

Offensive Power: Great

– Ayane is a zoner with a retarded normal moveset. Although the moveset is weak and she's basically a one trick pony for a command throw when it comes down to damage, her normals have great reach, big hitboxes, and nice properties. One of her greatest strengths is the ability to have an answer for all points of combat; whether it be long range, mid, or neutral. Destructive Two-Step is hands down the best special overhead in the game for 2 reasons. It's one of the best low invincible moves in the game and can be made into a feint in order to bait pokes and shields and to keep Ayane safe from impeding shields.

– She is one of the few characters to have 2 supers and they both have their uses. Arrows are great projectiles but can evaded by some low and proxy-infested special moves. If she lands one arrow full screen, its a hard knockdown whether or not she juggles with more arrows. Proxy is pretty much her downfall long range but that can easily be overlooked from Ayane's ability to fight close range as well. She has to get in anyway if she wants commands throws!

– There is a special case for Ayane's arrows called Bullseye. If you hit an opponent in the right area of their hitbox, there is a damage bonus per arrow. There is a blue (Regular) Bullseye and a red (Perfect/True) Bullseye that can equal up to a 15% damage increase for each arrow. A 3 red bullseye bnb with Eko equals a little over 50% with a hard knockdown. Bullseyes take time and practice since all character hitboxes are not the same.

– Ayane sports a great anti-air in 5C and great arrow oki after combos and normal throw. Also, j.B is her best jump in and crossup.

Defense: Average (2nd Worst in Game – 900HP + 96/86% modifier = 940.74)

– Ayane's command throw is ok on the defense, but its no Rozario Buster or Hyper Comet. Any low being used against Ayane is a free get out of jail free card for her as she has the greatest answer for it. Reversal Blast the Sky (214) super is good when you're pressured since its guaranteed to come out no matter what. Just be careful of grapplers being too close when you use it.

– Jump-ins die to 5C. Abuse it when needed. 5B and 2B are both good pokes on neutral.

Assist Compatibility: Great (Best with everyone except Juliet.)

– +Eko gives Ayane the easiest command throw combos and a good reversal. Best used for close range Ayane.

– +Ayane/Juliet is only good for protecting Ayane from heavy hitters from getting to close. Command throw combos are rather hard and they have the least to take advantage from it.

– +Shiera destroys her normal meter gaining limits for supers. A single command throw bnb can give Ayane back around 80% of the meter she lost doing super in the first place. Shiera comes with a decent reversal and better cover for arrow spams. Best used for long range Ayane.

– +Kanae turns unblockables into free damage for Bullseyes. And like Haruka and Luna, she can close up space to give the opponent no choice but to either dodge or block arrows while Ayane keeps her space. Best used for Ayanes that need space and attack with a combination of both ranges.

Reminiscent of: Ky from Guilty Gear.

Difficulty: Little to None.

Any more questions about Vanguard Princess? Join us on IRC! Channel #vp. Occasional Streams and Match Analysis as well!

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8 Thoughts on "Vanguard Princess - Enter the Ladies of the Fight"

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